ACTIVISION®

SNSP-BV-UKV

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PAL VERSION

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ACTIVISION®

S2 unlimited

REPRESENTATION, MANAGEMENT AND PRODUCTION

RADIKAL RECORDS

UBIK MUSIK PRODUCTIONS

WORLD WALKER

Please read this instruction booklet thoroughly to ensure proper handling of your new game. Please save this booklet for future reference.

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The BioMetal Story

In the year 232 *Galaxy Century* (G.C.), the space war that divided the Milky Way and exhausted the Galaxy's natural resources finally came to an end. Confronted with this legacy of destruction, The Galactic Federation Council called together an emergency meeting to decide how to reconstruct the devastated region.

The Council sent a development group on a special fleet to the planet UP457 in search of natural resources. The mission proved unsuccessful when the fleet was annihilated by an unfamiliar force.

The last transmission sent by the doomed fleet revealed that the forces opposing the Galactic Federation in the War of the Galaxies had set up a top secret experiment designed to integrate the aggressiveness of biological organisms and the efficiency of machines into one species. The Federation code-named this species "BioMetal".

A computer analysis revealed that the BioMetals managed to take over their own production and continue to increase on planet UP457 at an alarming rate. If the BioMetal production facility is not destroyed within the next 32 hours, the Galactic Federation will be overthrown, and the BioMetal force will rule the Galaxy!

The only fleet capable of reaching the BioMetal headquarters on planet UP457 in time is that of WASP, a battleship currently testing a newly developed biological weapon. The Council has no choice! — It must send the mothership, MF-92GX Halbard, equipped with the never before used Gel Analog Mutant (GAM) weapon.

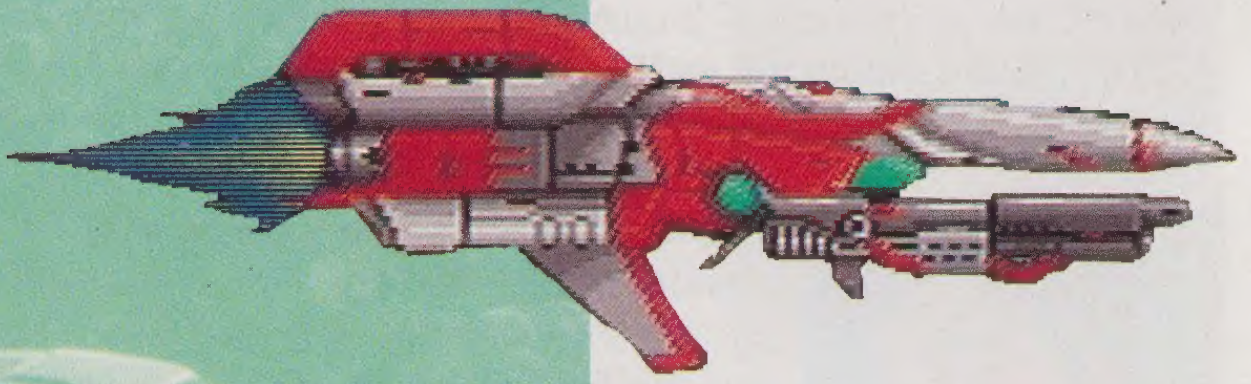
The Council appointed Kid Ray commander of the Halbard. He entered the force in the galaxy year of 226. He was the Federation's most decorated ace pilot in the War of the Galaxies. After the war, he was transferred to the GAM lab unit of WASP.

Blood Type: B Weight: 97 kilograms
Age: 25 Height: 193 centimeters

Anita was appointed co-pilot. She obtained a doctoral degree in molecular biophysics at the age of 14. Her expertise makes her a valuable asset to the BioMetal mission.

Blood Type: A Weight: 52 kilograms
Age: 21 Height: 161 centimeters

The BioMetal Mission



Your mission is to destroy the BioMetal production facility on planet UP457 before the BioMetals multiply to unstoppable masses.

Your MF-92GX Halbard fighter is equipped with a plasma rifle and a two-way missile. The Federation will supply in-flight weapon enhancements for these weapons during your mission via space pods. When you retrieve the weapon enhancements from the pods you will gain greater power and accuracy in eliminating the generation of BioMetals on UP457.

The Halbard fighter is also loaded with the experimental GAM weapon. It serves as an offensive, as well as a defensive aid to obliterate the BioMetal Force. But use it sparingly — The GAM is so powerful that it quickly drains energy.

Extensive research has shown that a Halbard pilot's performance increases at a rate of 99.9% when accompanied by the fast-paced beat of the newest technologically developed sounds. To ensure improved fighter performance, the Halbard is equipped with a sound system that is programmed to automatically play the tracks of 2 Unlimited® during your BioMetal mission.

Pre-Flight Operations

Starting the game

1. Insert the Game Pak and turn your system **ON**. The BioMetal title screen will appear as your techno journey begins. Press **START** to immediately drop into action. If you wish to view the training section, wait for a short period — and the BioMetal story will begin, followed by the demonstration sequence in which helpful piloting and weapon strategy tips can be gained! (**Note**: You can interrupt the game preview at any time by pressing **START** on your SNES Controller.)

2. If you wish to modify or view any game options return to the title screen and move the pointer to OPTION, press **START**, and follow the instructions below.

Changing the option mode settings

To change the game settings before playing: go to the title screen, use the ✣ control pad to move the cursor down to OPTION, then press **START**. The OPTION MODE will appear on the screen. Then, use the ✣ control pad to select the option you want to modify.

GAME LEVEL — Test your skill and set the game to either Easy, Normal, or Hard. Use the ✣ control pad to move the cursor to the desired game level.

CONTROL PAD — You can assign the following options to any button on your SNES controller. Use the ✣ control pad to select the action you want to assign, and then just press the button you'd like to use on your controller. (**Note**: All references to controller operations refer to the default button settings.)

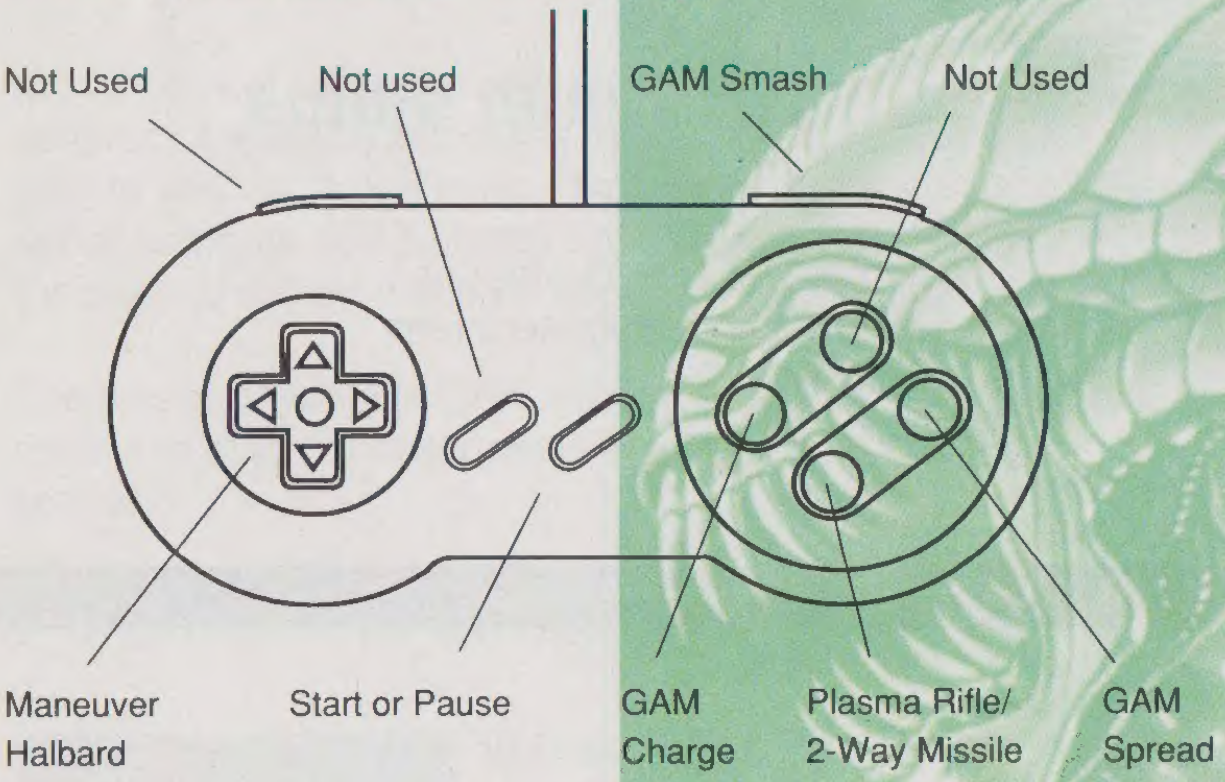
SOUND MODE - Select STEREO for normal sound setting. If your Super Nintendo Entertainment System is connected to a monaural television, or through a single audio channel VCR, select MONAURAL.

TRACK — Allows you to listen to all the Techno tracks before playing the game! Just use the ✣ control pad to select the number of the track you want to listen to, and press **B** to hear it. Track #1 is used to stop the current music until you begin playing the game.

SOUND FX — Lets you trigger all of the game's intergalactic sound effects! Use the ✣ control pad to select a sound effect and press **B** to hear it. Sound FX #1 is used to stop the current sound effect from playing in the Option Mode.

Once you have selected your new option settings, press START to exit the OPTION MODE. The title screen will then re-appear on the screen. Press **START** to begin your mission. (**Note**: To return to the original settings, turn your Super Nintendo Entertainment System **OFF**, and then turn it on again. Press **RESET** to restart the game without altering your new option settings.)

The Halbard Cockpit



✣ **Control pad** — Maneuver your Halbard fighter.

B button — PLASMA RIFLE/2-WAY MISSILE: Triggers the main weapons system.

Y button — GAM CHARGE: Initiates and disengages the charging of the GAM. It must be activated to access other GAM features, so keep your GAM charge on constant alert!

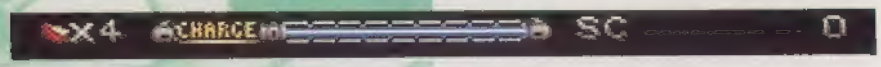
A button — GAM SPREAD: Causes the GAM to spin in an expanding radius around your fighter and then retract itself.

R button — GAM SMASH: Launches GAM attack in the opposite direction of the Halbard's movement.

Flying the Halbard Fighter

Checking your fighter status

Displays you the number of Halbard fighter regenerations available.



GAM STATUS

ATTACK — Displayed when the GAM is being utilized as an offensive weapon.

CHARGE — Displayed when the GAM energy is being recharged.

GUARD — Displayed when the GAM serves as a defensive shield.

ENERGY BAR — Indicates the level of GAM energy available.

SC — Keeps your current game score. (Receive a bonus Halbard fighter at 40,000 points! Can you score high enough to get the next bonus fighter?)

The **HI** display at the top of the title screen records your highest score.

(**Note**: Turning on or resetting your Super Nintendo Entertainment System will reset the high score.)

Using the weapon enhancements

Enhance your weapons with greater fire power and keener accuracy by simply retrieving the Federation weapon supplies sent to you via space pods. To acquire these weapon enhancements and instantly upgrade your weapon, first shoot the pods and then make contact with the weapon icon.

The weapon type available will be constantly changing, so be careful to take the appropriate enhancement for each scenario.

Plasma rifle enhancements

Vulcan — The least powerful weapon enhancement, although its strength increases each time it is acquired. Use in the higher stages of the game to attack wider areas and protect the Halbard in tight spots!

Laser — This weapon enhancement is extremely powerful. Although it can only attack a very limited area, its penetrating force can destroy your enemy and those enemies in direct line of fire behind it. Retrieve this weapon multiple times for maximum weapon force against BioMetal giants!

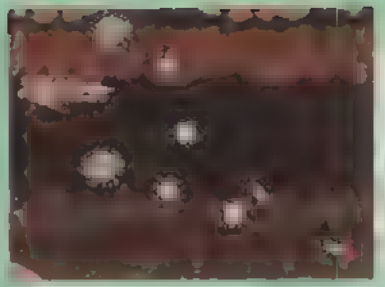
Wide Beam — Covers a larger area than the standard Plasma Rifle and causes extensive damage. If this enhancement is collected three times, a second beam is added for bi-directional attack.

2-Way missile enhancements

Straight — Accelerates as they separate slightly from each other.

Bend — Change course sharply in opposite vertical directions.

Homing — Targets the closest BioMetal enemies and automatically follows their course until contact is made!



Note: To gain points, retrieve weapon enhancements when your standard weapons have reached maximum power.

GAM — Gel Analog Mutant
THE BIOLOGICAL WEAPON

The Gel Analog Mutant (GAM) is a powerful defensive and offensive weapon system. It was invented accidentally in a Federation laboratory and, although the GAM has been tested in extensive enemy attack simulations, it has never been used in actual combat before. The BioMetal mission will mark the first test of the GAM's warfare capabilities in a real battle environment.

GAM Energy

Since the GAM is so powerful, it quickly drains tremendous amounts of energy. To use the GAM effectively, watch the GAM energy bar to avoid a shortage of energy during the most challenging confrontations in your mission. The GAM weapon is automatically disengaged when all energy is depleted.

Defense

Use the GAM to defend your Halbard fighter when it is under fierce attack. The GAM orbits your fighter and acts as a shield, protecting it against intergalactic hazards. The GAM can be penetrated if your enemies come in contact with you before you can destroy them!

Offense

There are two ways you can use the GAM's offensive capabilities:

The first is by pressing **A** which enlarges the GAM's impact radius and enables you to wage your attack on a wider range of enemies. Use this GAM attack to strategically position your fighter when surrounded by the BioMetal force!

The second is by pressing **R** to direct the GAM attack in the direction opposite your Halbard fighter's movement. Press **R** again to retract the GAM immediately if you need defensive GAM protection fast! Don't forget to use this GAM attack capability when contending BioMetal mania from all sides!

Biometal Mission Strategies

Stage 1: Metal Storm

You have reached the front of the BioMetal forces. Enemy attack is still not severe. Now is the time to master the Halbard control panel before the real action begins! Your main objective is to clear this stage with maximum fighter regenerations to help you through the more treacherous stages ahead.

Stage 2: Desert Rave

You have succeeded in entering planet UP457. A faster and larger BioMetal force intensifies your intergalactic challenge. You have to think as fast as you fire! Mastering your GAM weapon is crucial in this stage. You must be prepared to use your GAM spread and attack with reflex-like reactions. Tactical selection and usage of your standard weapon enhancements give you the upper hand in this stage.

Stage 3: Psychedelic Cave

The BioMetal force attacks fiercely in a cave filled with fluttering spores and passageways that may lead to dead ends! The terrain challenges Halbard maneuvering in this stage. Enemies are colossal and you must battle them to the end! Collect three laser weapon pods for maximum laser power against more than one BioMetal at a time!

Stage 4: Dead Zone
Advance through a famous battle site destroyed by the BioMetal force. The Bi-Directional Wide Beam is essential in the destruction of BioMetal forces that advance from all directions! Beware of the deadly BioMetal bomb attacks that can threaten to penetrate the GAM shield.

Stage 5: The Underground
Break into the underground and obliterate the BioMetal production headquarters! The Vulcan weapon enhancement may be the most effective aid in your attempt to break through the BioMetal fortress. Remember, the straightest path may be the easiest! Avoid the deadly green vapors emitted by the BioMetal Boss!

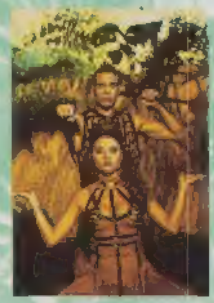
Stage 6: The Peak
The ultimate confrontation: you have reached the final barrier. Use your GAM attack to create an escape route through the spinning BioMetal creatures. Fly high to destroy the BioMetal species' means of reproduction and ensure they will never menace the galaxy again!

Closing

Your mission briefing is over. You now have all the equipment and knowledge you need to accomplish the BioMetal mission. If you utilize your weapons tactically and pay attention to all the provided strategic information, you'll be able to obliterate the BioMetal production facility in time to save the Galaxy from BioMetal rule. So turn up the volume and let the pumping beat of the Techno tracks take control!

2 unlimited

Singer Anita and rapper Kid Ray are 2 Unlimited, the band that brought Techno to the mainstream. A commitment to infectious beats and innovative sounds has earned 2 Unlimited, and producers Jean Paul De Coster and Phil Wilde instant success.



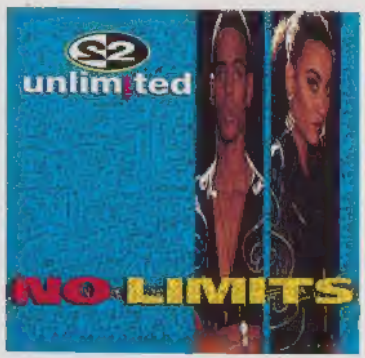
2 Unlimited's debut album *Get Ready* included the worldwide club and dance hits, "Twilight Zone" and "Get Ready For This", which were later charted on *Billboard's* Hot 100 simultaneously. *Get Ready* went on to gold and platinum success all over the world and continued on the *Billboard's* Heatseekers Album Chart in its 46th week.

"No Limit", a single from *No Limits*, the band's second album, released in February of 1993, immediately shot to the top of the U.K. chart and held its ground for 5 weeks! "No Limit" also climbed to #1 on the Eurochart and became a hit on the Top 20 Billboard Dance Chart. The second single from this album, "Tribal Dance", topped the Eurochart Hot 100 at #1 three weeks after its release.

Soundtrack

Battle the relentless BioMetal Force to the pulsating beat of the hottest name in Techno — 2 Unlimited! BioMetal features the following 2 Unlimited Techno tracks:

Stage 1 — Twilight Zone
Stage 2 — Get Ready for This
Stage 3 — Tribal Dance
Stage 4 — Delight
Stage 5 — Get Ready (House Mix Version)
Stage 6 — Tribal Dance



The End of the Beginning
(Credits)

Programming courtesy of Athena Co., Ltd.
Produced by Kelly W. Rogers
Tested by Chris Campbell

2 Unlimited Soundtrack
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Ali Lexa and John Rodriguez for UBIK Musik Productions
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Ali Lexa

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2 Unlimited

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Nathalie Deschâtres

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